

Freddy Burgos

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Objective	Seeking an opportunity where I can be part of a production team as an animator and help create memorable characters and scenes.	
Education	Advanced Studies in Character Animation	8/2007
	AnimationMentor.com, Berkeley, CA. Obtained a strong understanding of animating characters using the principles of animation. Also have an understanding of cinematography, editing, and frame composition.	
Demo Reel	https://www.freddyburgos.net/	
Software	• Maya	
Work Experience	Respawn Entertainment	8/2020 to Present
	Senior Cinematic Animator	
	Infinity Ward	5/2019 to 8/2020
	Senior Animator Call of Duty: Modern Warfare & Warzone	
	Method Studios	8/2014 to 5/2019
	Senior Animator Avengers: Infinity War (animator) Guardians of the Galaxy Ride: Monsters After Dark (animation lead) Spiderman: Homecoming (animator) Guardians of the Galaxy Vol. 2 (animation lead) Doctor Strange (animator) Captain America: Civil War (animator) Ant-Man (animation lead)	
	Sony Computer Entertainment America	10/2013 to 8/2014
	Animator The Order: 1886 (PS4) The Last of Us: Left Behind (PS3)	
	Sony Computer Entertainment America	11/2012 to 7/2013
	Animator Knack (PS4) Puppeteer (PS3)	
	Pixomondo	9/2012 to 10/2012
	Animator Animated facial replacements for the Grimm TV series.	
	Hydraulx	8/2012 to 9/2012
	Animator Animated realistic creatures for an unannounced TV show.	
	Sony Computer Entertainment America	6/2012 to 7/2012
	Animator Animating characters for cinematic sequences in upcoming titles.	

Pixomondo	12/2011 to 6/2012
Animator Animator on The Hunger Games, The Amazing Spider-Man	
Rhythm & Hues Studios	11/2010 to 10/2011
Animator Animator on the Hop Marketing team, Hop short film, and Alvin and the Chipmunks 3: Chip-Wrecked.	
Sony Computer Entertainment America	8/2010 to 11/2010
Animator Animated vehicles, building destruction, and cameras for rendered cut scenes in Resistance 3.	
Image-Metrics	10/2009 to 7/2010
Animator Worked as a facial animator on various projects including a cg movie and cut scenes for Red Dead Redemption, NBA2K11, and Halo: Reach	
Eight VFX	9/2009 to 10/2009
Animator Animated realistic characters and creatures for two commercial spots (HP and Bavaria Beer)	
Image-Metrics	8/2009 to 9/2009
Animator Did facial animation for GTA IV: The Ballad of Gay Tony	
Eight VFX	7/2009 to 7/2009
Animator Animated character actions and cycles to be used by Blink 182 in concert.	
Jim Henson Creature Shop	10/2008 to 12/2008
Animation Clean-up Artist Cleaned up motion capture animation for the Sid the Science Kid tv show.	
GiantSteps VFX	8/2008 to 8/2008
Animator Animated bottles, props, and cameras on a series of commercials for Yakult.	
Technicolor Interactive Services	5/2008 to 7/2008
Animator Trained on Softimage XSI. Animated characters for game cinematics and in-game.	
XLT, Inc.	7/2007 to 5/2008
Character Animator & Layout Artist Animated various characters for a children's CG fantasy movie.	
Rhythm & Hues Studios	5/2007 to 6/2007
Animation Apprentice Participated in an animation apprentice program.	
XLT, Inc.	2/2007 to 4/2007
Character Animator & Layout Artist Animated various characters for an interactive DVD aimed at children.	